

What is Claimed is:

1. A method of constructing an artificial intelligence based on defining relationship between sentences, comprising the steps of:

- (a) providing an artificial intelligence for sentences;
- 5 (b) forming an sentence ID for each of said sentences, which is an uniqueness of said sentence based on meaningful words and an order of said meaningful word;
- (c) teaching said artificial intelligence to recognize said sentence ID; and
- (d) looking up said sentence ID in a sentences relationship database and choosing a reply, wherein said sentences relationship database includes said sentences,  
10 said meaningful words from said sentences, category of said sentences, and a list of possible sentences from said sentences as said reply;

2. The method of constructing an artificial intelligence, as recited in claim 1, further comprising the steps of:

- (e) providing a conversion sentences relationship database by having a  
15 predetermined number of people to use a predetermined number of words of a first language in conversations and recording sentences made during said conversations;
- (f) selecting a predetermined number of usable sentences from said recorded sentences and generating said sentence ID for each of said recorded sentences;
- (g) obtaining a reply sentence with respect to each of said recorded sentences;
- 20 (h) filtering said reply sentence based on a conversation quality thereof;
- (i) forming a sentence category by cataloging said filtered reply sentences according to manners and relationship thereof; and

(j) inputting said selected sentences, said sentences ID, and said sentence category into one database, together with said sentence IDs of said reply sentences.

3. The method of constructing an artificial intelligence, as recited in claim 2, further comprising a learning process of said artificial intelligence, which comprises the  
5 steps of:

(i) inputting a sentence having a sentences ID not included in said database without identifying a replying sentence;

(ii) using a conversation technique to keep a conversation going on, while a system logs a new un-replyable sentence; and

10 (iii) complying answers to said new sentences and inputting into said database, so that when a same question is asked next time, said artificial intelligence is able to answer correctly.

4. The method of constructing an artificial intelligence, as recited in claim 3, wherein a relationship between said sentences is established based on interrelationship of  
15 each of said sentence ID.

5. The method of constructing an artificial intelligence, as recited in claim 3, wherein a modified vocabulary treasure database is used to increase numbers of sentence by several fold in said sentence relationship database so as to improve a matching of said sentence IDs.

20 6. The method of constructing an artificial intelligence, as recited in claim 4, wherein a modified vocabulary treasure database is used to increase numbers of sentence by several fold in said sentence relationship database so as to improve a matching of said sentence IDs.

7. The method constructing an artificial intelligence, as recited in claim 1,  
25 wherein a computer interface is used to enhance a ability of a chatter robot, which is basically a character as an interface between said artificial intelligence with users, wherein said character takes a form of figures and is programmed to “float” on top of other running software programs of a computer, so as to interact with said users via

common natural language, adapted for having conversation with said users, completing computer function for said users and developing a humanlike relationship with said users.

8. The method constructing an artificial intelligence, as recited in claim 7, wherein said computer interface further comprises an active recommendation system,  
5 which suggests things for said users based on conversation contents and preference thereof.

9. The method constructing an artificial intelligence, as recited in claim 7, wherein said computer interface is used to promote computer subjects by utilizing characters from said computer subjects.

10. The method constructing an artificial intelligence, as recited in claim 2, wherein a computer interface is used to enhance a ability of a chatter robot, which is basically a character as an interface between said artificial intelligence with users, wherein said character takes a form of figures and is programmed to “float” on top of other running software programs of a computer, so as to interact with said users via  
15 common natural language, adapted for having conversation with said users, completing computer function for said users and developing a humanlike relationship with said users.

11. The method constructing an artificial intelligence, as recited in claim 10, wherein said computer interface further comprises an active recommendation system, which suggests things for said users based on conversation contents and preference  
20 thereof.

12. The method constructing an artificial intelligence, as recited in claim 10, wherein said computer interface is used to promote computer subjects by utilizing characters from said computer subjects.

13. The method constructing an artificial intelligence, as recited in claim 3, wherein a computer interface is used to enhance a ability of a chatter robot, which is basically a character as an interface between said artificial intelligence with users, wherein said character takes a form of figures and is programmed to “float” on top of other running software programs of a computer, so as to interact with said users via  
25 common natural language, adapted for having conversation with said users, completing  
30 computer function for said users and developing a humanlike relationship with said users.

14. The method constructing an artificial intelligence, as recited in claim 13, wherein said computer interface further comprises an active recommendation system, which suggests things for said users based on conversation contents and preference thereof.

5           15. The method constructing an artificial intelligence, as recited in claim 13, wherein said computer interface is used to promote computer subjects by utilizing characters from said computer subjects.

10           16. The method constructing an artificial intelligence, as recited in claim 5, wherein a computer interface is used to enhance a ability of a chatter robot, which is basically a character as an interface between said artificial intelligence with users, wherein said character takes a form of figures and is programmed to “float” on top of other running software programs of a computer, so as to interact with said users via common natural language, adapted for having conversation with said users, completing computer function for said users and developing a humanlike relationship with said users.

15           17. The method constructing an artificial intelligence, as recited in claim 16, wherein said computer interface further comprises an active recommendation system, which suggests things for said users based on conversation contents and preference thereof.

20           18. The method constructing an artificial intelligence, as recited in claim 16, wherein said computer interface is used to promote computer subjects by utilizing characters from said computer subjects.

25           19. The method constructing an artificial intelligence, as recited in claim 6, wherein a computer interface is used to enhance a ability of a chatter robot, which is basically a character as an interface between said artificial intelligence with users, wherein said character takes a form of figures and is programmed to “float” on top of other running software programs of a computer, so as to interact with said users via common natural language, adapted for having conversation with said users, completing computer function for said users and developing a humanlike relationship with said users, wherein said computer interface further comprises an active recommendation system, which suggests things for said users based on conversation contents and preference thereof.

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20. The method constructing an artificial intelligence, as recited in claim 6, wherein a computer interface is used to enhance a ability of a chatter robot, which is basically a character as an interface between said artificial intelligence with users, wherein said character takes a form of figures and is programmed to “float” on top of  
5 other running software programs of a computer, so as to interact with said users via common natural language, adapted for having conversation with said users, completing computer function for said users and developing a humanlike relationship with said users, wherein said computer interface is used to promote computer subjects by utilizing characters from said computer subjects.